

# Manish Kumar Singh

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## EXPERIENCE

### Unreal Developer

Secernate Games Private Limited

December 2024 - Present, Warangal

- Architected modular combat systems in Unreal Engine, boosting player engagement 30% through customizable ability loadouts.
- Created procedural puzzle mechanics that increased average session playtime by 25% with adaptive difficulty scaling.
- Refactored rendering pipeline using C++, achieving stable 60FPS on consoles while cutting load times by 1.8 seconds.
- Developed NPC AI using Behavior Trees, resulting in 35% more player-reported memorable encounters.
- Implemented cross-platform save system supporting PC/PS/Xbox, increasing 30-day retention rates by 40%.
- Streamlined menu navigation with radial gesture controls, reducing interface interaction time by half.

### Unity Developer

Level 2 Games

April 2024 - November 2024, Hyderabad

- Streamlined UI navigation with icon grouping and gestures, cutting menu interaction time by 40%.
- Revamped asset loading using Addressables, slashing load times from 8s to 2.3s on 50+ Android devices.
- Integrated Observer pattern for achievements, simplifying event handling by 30%.
- Partnered with artists to integrate 100+ assets, maintaining 60 FPS on mid-range phones.
- Analyzed memory usage with Profiler, cutting RAM consumption 35% via texture optimization.

## PROJECT

### Monster Hunt

Own • [github.com/mechanicxengineer/Monster-hunt](https://github.com/mechanicxengineer/Monster-hunt) • August 2024 - May 2025

- Built modular level designs with strategic enemy spawn points, creating intense combat scenarios that increased player retention by 35%.
- Programmed adaptive AI using Behavior Trees, allowing enemies to flank players and use cover intelligently.
- Designed a weapon upgrade system with 15+ power combinations, boosting average session time by 25%.
- Crafting pickup UI that adjusts to player loadouts, reducing inventory management time by 40%.
- Optimized shooting mechanics with recoil patterns and bullet spread, improving combat feel based on 500+ playtest surveys.

## EDUCATION

### Bachelor of Science in Computer Science And Game Development

Backstage Pass Institute of Gaming and Technology • Madhapur, Hyderabad • 2025

- Gained hands-on experience with Unreal Engine and Unity, specializing in AI programming, graphic programming, and game optimization through real-world project development.

### 12th

Lal Bahadur Shastri Memorial College • Karandih, Jamshedpur • 2021

- Built a strong foundation in C and C++, applying skills to successfully complete school projects and assignments, gaining hands-on programming experience.

## CERTIFICATIONS

### C++

Codingame • 2025

- <https://www.codingame.com/certification/tg4RGsvfFLrDjLeh2G6M5g>

## SKILLS

Hard Skills: C++, Unreal Engine, DirectX, LOD Systems, Multithreading, Git, Github, Fork Git, Blueprint, Behavior Trees, Pathfinding

Soft Skills: Debugging Complex Systems, Art/Engineering Pipeline Coordination, Collaboration, Player-Centric Design, Technical Documentation, Playtesting Integration